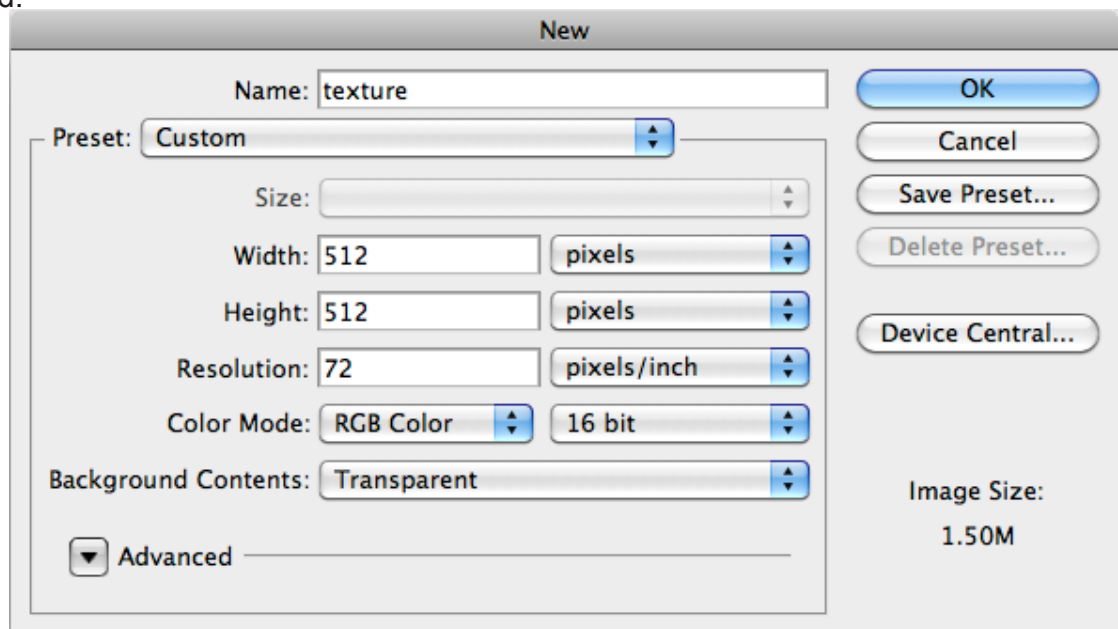| 3D Pipes Tutorial	by Luke Noonan
Software: Photoshop (CS4)	CC - BY

I prepared this tutorial using Photoshop CS4, though it could no doubt be used with some other graphics program with a few adjustments.
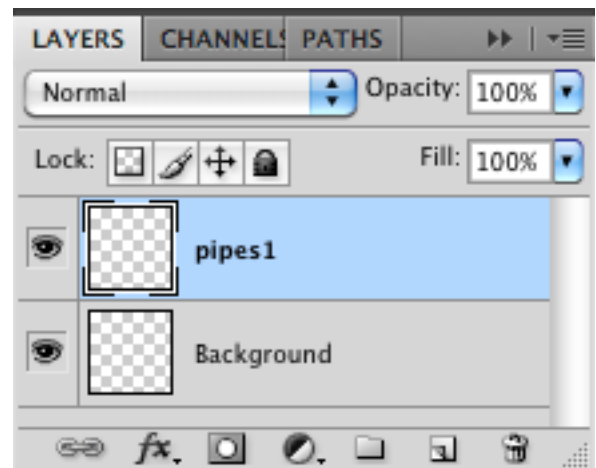
1

First we prepare our workspace. In this case we will be using a 512 x 512px image with a transparent background.
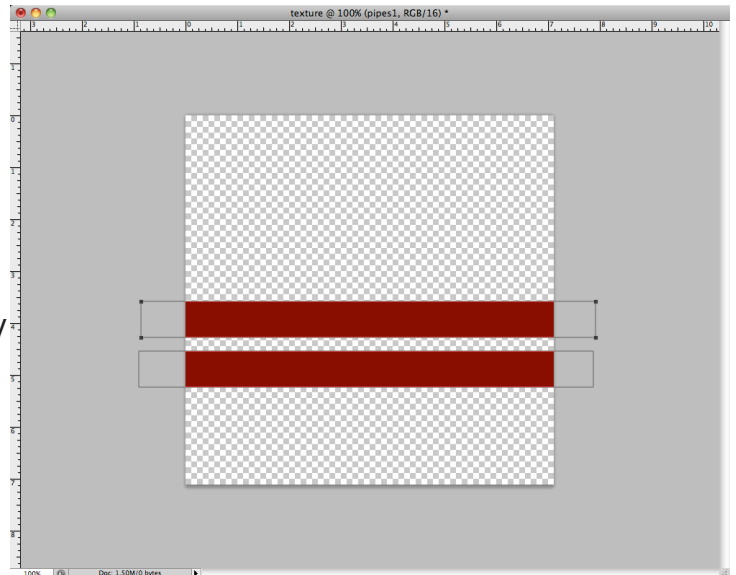

2

We will create a new layer and name it "pipes1" (feel free to use whatever naming convention you like).
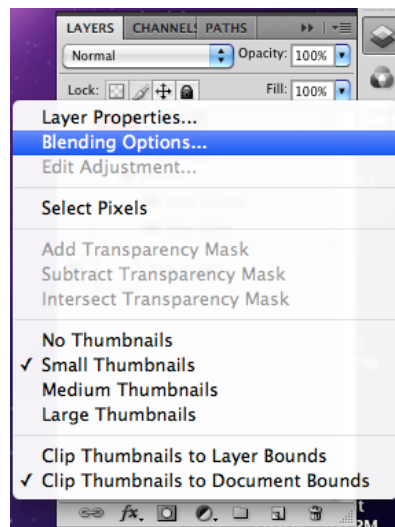
3.

Draw one layer of pipes. You can draw the pipes however you like (brushes, shapes, etc.) and they can be straight or bent, but they should probably end at the edge of the texture. Also, the pipes on any given layer should be of similar width.

Keep the pipes simple, just one color and straight across at first. Once you get the hang of it, then try out angled pieces, and more complicated shapes.

4

Now we open the blending options by right clicking on the layer and selecting "Blending Options..."
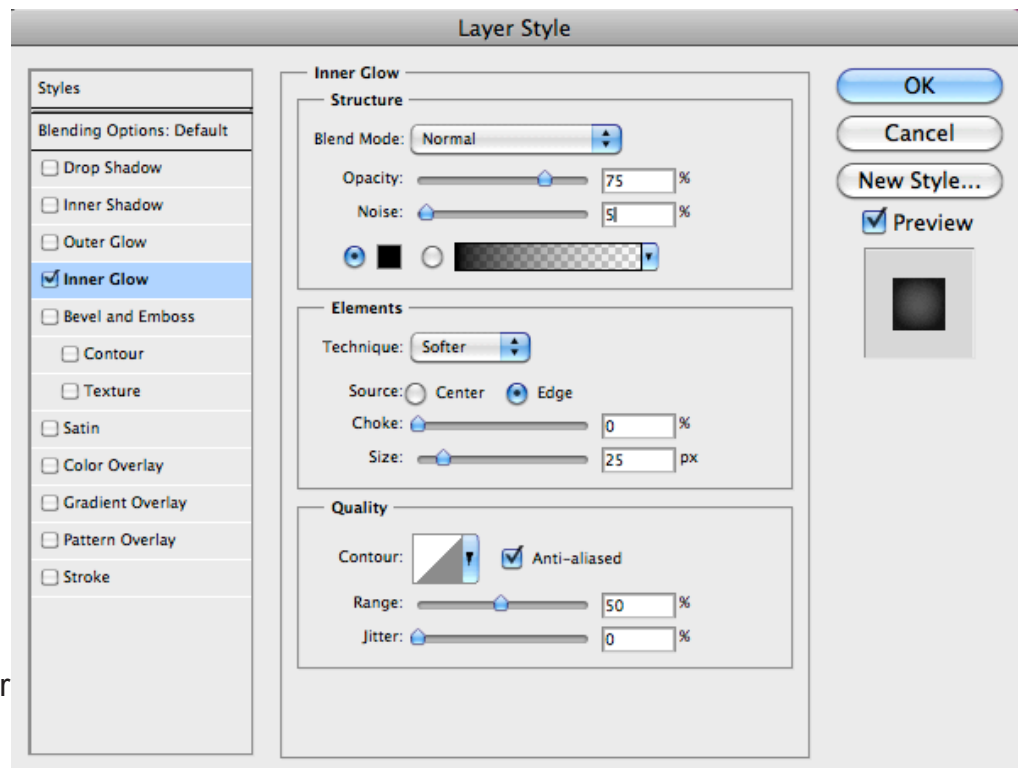
5.

To get the depth and curvature on the pipe we are going to use the "Inner Glow" effect. Click on it at the left side of the window.

6

We turn on the effect, change the color from yellow to black, and adjust the "Size" slider. The key is to adjust the size so that it looks correct for the width of pipes on that layer. We also want to adjust the noise value to about 4 or 5. This will give some texture to the pipes.
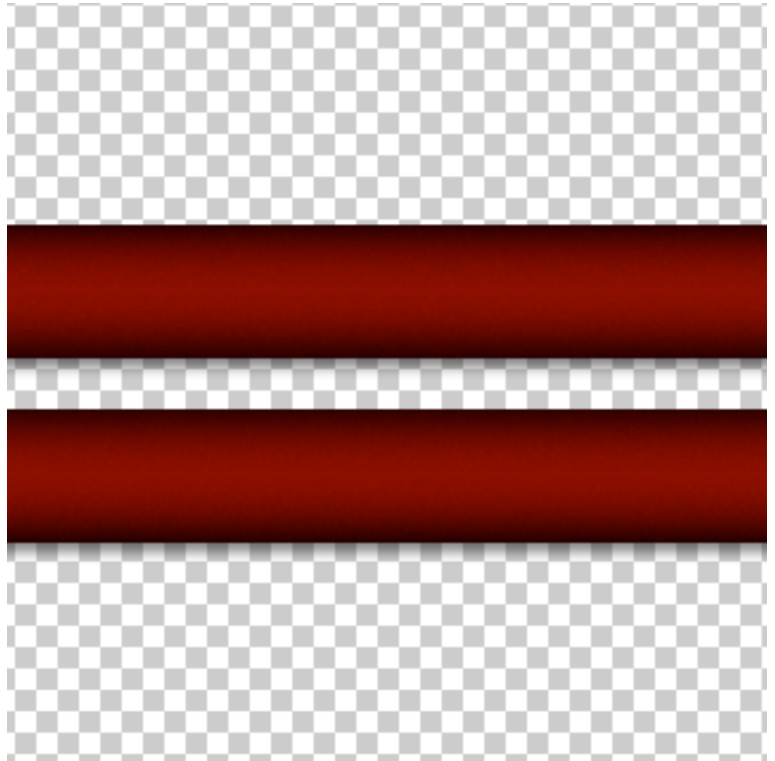
7

Finally, we turn on drop shadows. The ideal settings for the drop shadow effect will vary based on pipe diameter and what layer it is on. (Higher pipes may need longer shadows.)

8.
Now our image should look something like this.
You can repeat steps 2-7 to create new layers of pipes until the texture has the desired density of pipes.

9
When you are happy with the look of your pipes you can go to

File > Save For Web & Devices

and choose your desired format.

Note:
If you don't want a transparent image, you can put a layer of black (or brick or clouds or whatever) behind all the pipe layers.